
Title: SPELLBOOKS

Author:

SPELLBOOKS OF SORCERY

Extinguish

By use of this spell, the caster attempts to douse a Fire. When focused upon the Sorcerer himself all fires within a certain range will be quenched, otherwise it will douse the fire upon which it is specifically focused.

Runes: - An Flam

Red Candles: - All black

Reagents: - Pumice at both Perivolcanae and the Aphelion

Ignite

This invocation brings fire into existence upon a substance that will accept it. It can be used to light a single candle, or if the Sorcerer focuses the energy upon himself, it can light all within a range determined by the power of the Sorcerer.

Runes: - In Flam

Red Candles: - Aphelion

Reagents: - Ash at the Aphelion - Pumice at both Perivolcanae

Endure Heat

This spell creates a shimmering field around the Sorcerer that will allow him to touch any non-magical flame and remain unhurt. A Sorcerer with this spell active can even endure the heat of lava if it is solid enough to support his weight.

Runes: - Sanct Flam
Red Candles: - Both
Perivolcanae
Reagents: - Obsidian at
both Perivolcanae - Iron
at the Aphelion

Flash

By means of this spell,
the Sorcerer can move
from one visible place to
another without actually
traversing the intervening
space.

Runes: - Flam Por
Red Candles: - Both
Perivolcanae and the
Aphelion
Reagents: - Ash at both
Mesostelae - Pumice at
the Aphelion

Flame Bolt

A bolt of flame is
released when the
Sorcerer invokes this
spell, shooting forth,
unerringly to the object
of the Sorcerer's ire.
Upon reaching its
destination, it explodes,
causing moderate damage
to all things caught
within its range.

Runes: - In Ort Flam
Red Candles: - Perivolcan
Ze, Mesostel Pa, and the
Aphelion
Reagents: - Ash at
Mesostel Pa - Pumice at
Perivolcan Ze - Iron at
Mesostel Ze

Fire Shield

Flames circle the
Sorcerer at the casting
of this spell. Only
creatures of Daemonic
origin can cross this
barrier. Not even the
Sorcerer can cross this
protective ward. Anyone
foolish enough will be
thrown back and burned
in the bargain.

Runes: - In Flam An Por
Red Candles: - Both
Perivolcanae and Mesostel

Pa

Reagents: - Ash at
Mesostel Pa - Obsidian
at both Perivolcanae -
Iron at the Aphelion

Create Fire

Fire erupts at the
location or beneath the
victim of the Sorcerers
focused will. This fire
remains for a time, then
dissipates.

Runes: - In Flam Ylem

Red Candles: - Both

Mesostelae

Reagents: - Ash at both
Mesostelae - Pumice at
Perivolcan Ze - Obsidian
at Perivolcan Pa

Armor of Flames

The Sorcerer is bathed in
a corona of flames that
ward off Fire of a
magical nature. These
flames will protect the
Sorcerer for a time,
then vanish.

Runes: - Vas Sanct Flam

Red Candles: - Both

Perivolcanae and Mesostel
Ze

Reagents: - Ash at
Mesostel Pa - Obsidian
at both Perivolcanae -
Iron at the Aphelion -
Brimstone at Mesostel Ze

Explosion

A bolt of flame is
released when the
Sorcerer invokes this
spell, shooting forth,
unerringly to the object
of the Sorcerer's ire.
Upon reaching its
destination, it explodes,
causing heavy damage to
all things caught within
its range.

Runes: - Vas Ort Flam

Red Candles: - Perivolcan
Pa, Mesostel Ze, and the
Aphelion

Reagents: - Ash at
Mesostel Ze - Pumice at
Perivolcan Pa - Iron at

Mesostel Pa - Brimstone at the Aphelion

Summon Daemon

This dangerous ritual of binding will summon a daemon to attack a foe of the Sorcerer's choosing. The danger of this spell lies in the fact that if no victim is specified, the daemon will attack the summoner.

Runes: - Kal Flam Corp
Xen

Red Candles: - Both
Perivolcanae, Mesostel Pa,
and the Aphelion

Reagents: - Ash at
Mesostel Ze - Pumice at
Mesostel Pa - Obsidian
at both Perivolcanae -
Daemon Bone at the
Aphelion

Banish Daemon

This spell attempts to force a Daemon to return to the plane of Fire from which it was summoned. Although not always successful, this is a Sorcerer's best defense against these beasts.

Runes: - An Flam Corp
Xen

Red Candles: - Both
Perivolcanae, Mesostel Ze,
and the Aphelion

Reagents: - Ash at
Mesostel Pa - Pumice at
Mesostel Ze - Iron at
both Perivolcanae -
Daemon Bone at the
Aphelion

Conflagration

This summoning will temporarily bring into our realm a daemonic force of destructive nature. All foes, and indeed everything around, will feel its wrath while the Sorcerer will remain unharmed.

Runes: - Kal Vas Flam
Corp Xen

Red Candles: - All red
Reagents: - Ash at
Mesostel Ze - Pumice at
Perivolcan Ze - Osidian
at Perivolcan Pa - Iron
at Mesostel Pa -
Brimstone at the Aphelion
- Daemon Bone at both
Perivolcanæ and the
Aphelion